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1 [Designing database interfaces with DBface](#)



Roger King, Michael Novak

April 1993

ACM Transactions on Information Systems (TOIS), Volume 11 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.86 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

DBface is a toolkit for designing interfaces to object-oriented databases. It provides users with minimal programming. This is accomplished by combining techniques from User Interface Mana about the specific kinds of techniques used by object-oriented databases. DBface allows users t techniques by taking advantage of an object-oriented database envir ...

Keywords: graphical interfaces, object-oriented databases, user interface management system

2 [Chiron-1: a software architecture for user interface development, maintenance, and run-tin](#)



Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, G

June 1995

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 2 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation techniques include separating the control-flow aspects of the application and user interface: the Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentat server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architect

3 [Draft Proposed: American National Standard—Graphical Kernel System](#)



Technical Committee X3H3 - Computer Graphics





February 1984




ACM SIGGRAPH Computer Graphics, Volume 18 Issue SI





Publisher: ACM Press

Full text available: [pdf\(16.07 MB\)](#)

Additional Information: [full citation](#)


- 4 Status report of the graphic standards planning committee
 Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available:  pdf(15.01 MB) Additional Information: [full citation](#), [references](#), [citations](#)
- 5 Multimedia document presentation, information extraction, and document formation in MINOS
 S. Christodoulakis, M. Theodoridou, F. Ho, M. Papa, A. Pathria
December 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 4
Publisher: ACM Press
Full text available:  pdf(3.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

MINOS is an object-oriented multimedia information system that provides integrated facilities for objects. In this paper the model for multimedia documents supported by MINOS and its implementation functions provided in MINOS that exploit the capabilities of a modern workstation equipped with an active multimedia document presentation and browsing within documents ...
- 6 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art
 Computer Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available:  pdf(9.03 MB) Additional Information: [full citation](#), [references](#)
- 7 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on**
Publisher: IBM Press
Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process diagrams provide a better understanding of the execution of the application. The visualization tool we use is Poet, at Waterloo. However, these diagrams are often very complex and do not provide the user with the necessary experience, such tools display repeated occurrences of non-trivial communication ...
- 8 CLAW, a high level, portable, Ada 95 binding for Microsoft Windows
 Randall Brukardt, Tom Moran
November 1997 **Proceedings of the conference on TRI-Ada '97**
Publisher: ACM Press
Full text available:  pdf(2.00 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index](#)
- 9 Automating the lexical and syntactic design of graphical user interfaces: the UofA* UIMS
 Gurminder Singh, Mark Green
July 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 3
Publisher: ACM Press
Full text available:  pdf(3.82 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)
- 10 Interactive Editing Systems: Part II

 Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press


Full text available:  pdf(9.17 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

11 Rooms: the use of multiple virtual workspaces to reduce space contention in a window-based

 D. Austin Henderson, Stuart Card
July 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 3


Publisher: ACM Press

Full text available:  pdf(4.58 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

A key constraint on the effectiveness of window-based human-computer interfaces is that the results in "window thrashing," in which the user must expend considerable effort to keep desire overcomes small screen size by exploiting the statistics of window access, dividing the user's window transitions among them. Mech ...

12 GPGPU: general purpose computation on graphics hardware

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(63.03 MB)


Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely architectures provide tremendous memory bandwidth and computational horsepower, with fully that support vector operations up to full IEEE floating point precision. High level languages have computational power accessible. Architecturally, GPUs are highly parallel s ...

13 Pen computing: a technology overview and a vision

 André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  pdf(5.14 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index](#)

This work gives an overview of a new technology that is attracting growing interest in public as difference from other technologies is in the use of a pen or pencil as the primary means of interaction familiar pen and paper interface metaphor. From this follows a set of consequences that will be technologies and visions. Starting with a short historic ...

14 The design and evolution of an object-oriented graphics library for creating user interfaces

 David W. McIntyre, Ephraim P. Glinert
April 1991 **Proceedings of the 19th annual conference on Computer Science**

Publisher: ACM Press

Full text available:  pdf(690.09 KB)

Additional Information: [full citation](#), [references](#)

15 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(17.65 MB)



Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production of nature. The presenters will provide movie production, interactive simulation, and research papers

modeling, rendering, and animation of natural phenomena. The course offers a nice balance of simulation techniques and the latest physics-based simulation techni ...

- 16 Scene: using scenario diagrams and active text for illustrating object-oriented programs
Kai Koskimies, Hanspeter Mössenböck
May 1996 **Proceedings of the 18th international conference on Software engineering**

Publisher: IEEE Computer Society

Full text available:  [pdf\(900.22 KB\)](#)  [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#)


Scenario diagrams are a well-known notation for visualizing the message flow in object-oriented analysis and design phases of software development to prototype the expected behavior of a system understanding and browsing existing software. We have implemented a tool called Scene (SCEN) scenario diagrams for existing object-oriented systems. The tool makes extensiv ...

Keywords: Scene, active text, behavioural prototyping, call matrices, class diagrams, class int hypertext-like facilities, illustration, message flow visualization, method definitions, object-oriented programs, program understanding, programming environments, reverse engineering, development, software tools, source code, subroutines, systems analysis, systems design

- 17 Human-computer interface development: concepts and systems for its management

 H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.97 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#)

Human-computer interface management, from a computer science viewpoint, focuses on the principles of interfaces, including their representation, design, implementation, execution, evaluation, and management of interface management: dialogue independence, structural modeling, representation, interaction methodologies, and control structures. *Dialogue independence* is th ...

- 18 Interactive Editing Systems: Part I

 Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(3.08 MB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

- 19 A high-level and flexible framework for implementing multiuser user interfaces

 Prasun Dewan, Rajiv Choudhary
October 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(2.82 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

We have developed a high-level and flexible framework for supporting the construction of multi-generalized editing interaction model, which allows users to view programs as active data that consists of several novel components including a refinement of both the Seeheim UIMS architecture explicitly addresses multiuser interaction; the abstractions of sha ...

Keywords: computer-supported cooperative work, editing, groupware, user interface manager

- 20 An interactive graphical modeling tool for performance and process simulation

Dennis S. Mok, Cynthia A. Funka-Lea



December 1993 **Proceedings of the 25th conference on Winter simulation**

Publisher: ACM Press

Full text available:  pdf(759.89 KB)

Additional Information: [full citation, references](#)

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S15	0	dynamic\$8 near2 (display\$3 or screen) same popup near window and "345"/\$.ccls. and (modif\$6 or edit) same (attributes or configuration) same (window or display)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:20
S16	0	dynamic\$8 same (display\$3 or screen) same popup near window and "345"/\$.ccls. and (modif\$6 or edit) same ((attributes or configuration) or (window or display))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:21
S17	0	dynamic\$8 same (display\$3 or screen) same popup near window and "345"/\$.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:26
S18	21	dynamic\$8 same (display\$3 or screen) same popup near window	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:48
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S22	2	("6018799").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:13
S23	2	("6593940").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:14

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S24	2	("6286130").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:14
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